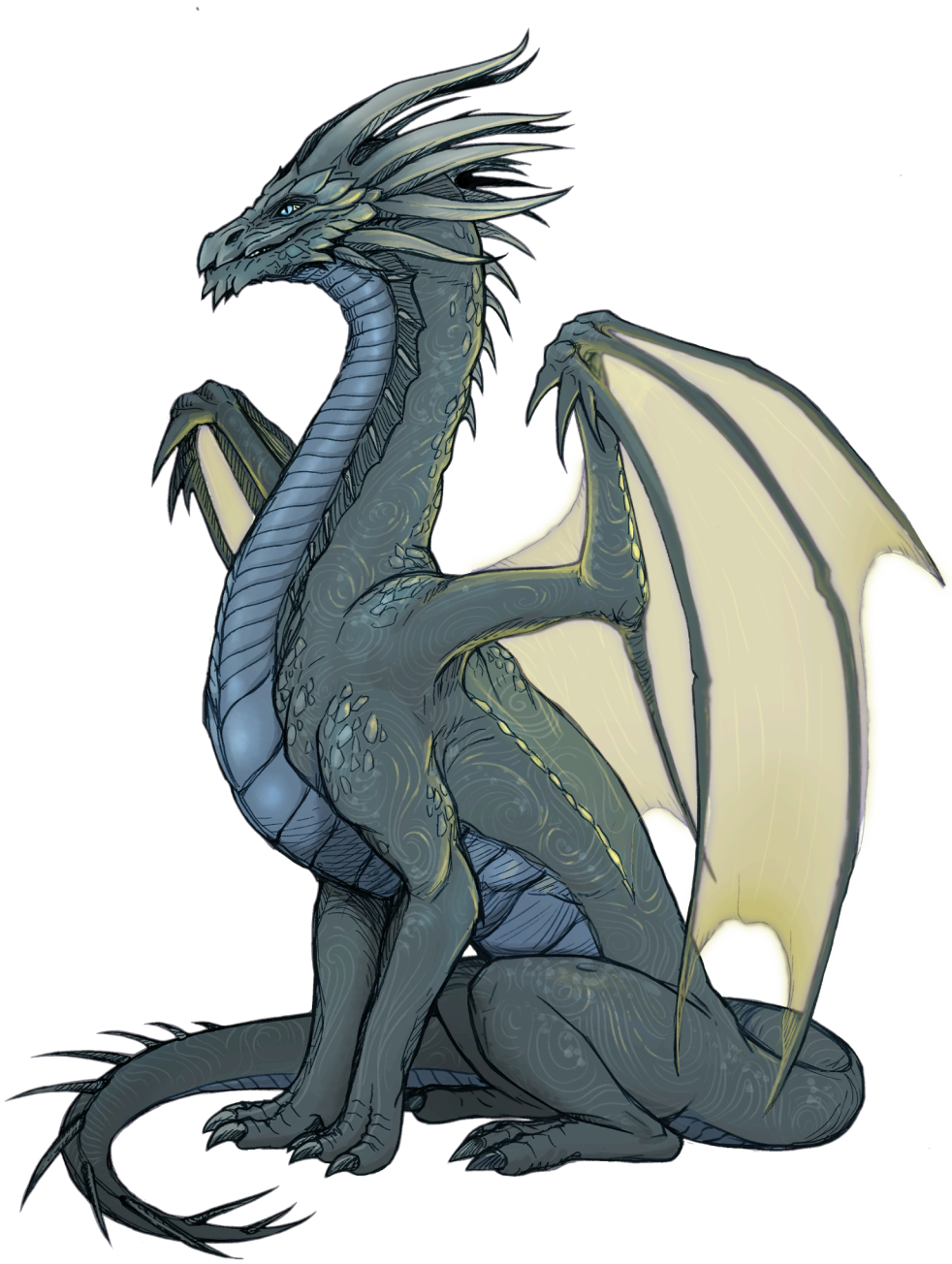

MITHRAL DRAGONS

Ageless Mystics

Habitat: Planar (Astral Sea); **Treasure:** Any

Mithral dragons are among the most powerful and enigmatic of metallic dragonkind. They adhere to the teachings of a primordial dragon deity that has long since faded from the memory of the multiverse. They seldom speak, choosing instead to listen and present themselves with an air of cosmic grandeur. When they do break words, those words are chosen carefully and delivered with intent.

Mithral dragons are often singular in purpose, and that purpose is to see prophecy and design set forth by their god fulfilled. These dragons often have good intentions, but have been known to commit destructive or even downright evil acts, all in the name of seeing the grand design of the cosmos fulfilled.

MITHRAL DRAGON WYRMLINGS

Mithral wyrmlings are born with alabaster scales that darken into a soft silver with bands of white as they age. Newborn mithral dragons often wander the Astral Sea in search of understanding, growing their mind and their bodies as they seek out purpose and meaning.

YOUNG MITHRAL DRAGONS

Once a mithral dragon has grown in power enough to set out on its own, they do so with determination. Young mithral dragons often seek other allies to help further their cause, whatever it may be, and sometimes even devote themselves to a deity in order to see the design of fate driven forward.

ADULT MITHRAL DRAGONS

Adult mithral dragons are incredibly powerful creatures. These dragons travel between planes, seeking out great causes and other creatures that might see destiny unfold as fate has dictated.

ANCIENT MITHRAL DRAGONS

Ancient mithral dragons spend the majority of their time in deep slumber, drifting within the Astral Sea. While in this state, they experience a torrent of visions related to all manner of things happening, or yet to happen, all across the multiverse. They are only stirred to consciousness by the reception of a vision with cosmic implications, and once roused, they immediately jump into action. This may be to try and avoid a cataclysmic outcome foreseen in their dreams, or it may be to spur on a course of action with a desirable outcome the dragon feels it must play a part in seeing to fruition. Unlike the majority of dragons, who may live impossibly long lifespans, mithral dragons are truly immune to the march of time. They still age, but they never die of old age no matter how long they have been alive.

MITHRAL DRAGON LAIRS

Mithral dragons make their homes anywhere that strikes their fancy. No two mithral dragon lairs are alike, and they spend very little time in their lairs, instead, preferring to travel the Astral Sea and the many places it connects with. When they do decide to settle a lair, it is usually in a mine or cave structure that burrows deep into the earth

and provides adequate access to gemstones, or in an abandoned temple where the dragon will often attempt to commune with the spirits of the faithful who once lived there. If the temple was constructed in honour of a god who is now dead, the dragon will often experience visions that speak to the nature and deeds of the dead god.

The region containing an adult or ancient mithral dragon's lair is altered by its presence, creating the following effects;

Comprehension. Creatures within 1 mile of the dragon's lair can communicate with any other creature capable of speech as if they shared a language.

Distant Visions. Creatures who sleep within 6 miles of the dragon's lair may find themselves having vivid dreams. These dreams are visions related to the dragon or its chosen lair in some way, and they are not always pleasant. When taking a long rest in this area, a sleeping creature must succeed on a DC 14 Wisdom Saving Throw, or only gain the benefits of a Short Rest. This effect can be overcome by casting the spell *Sleep* on the target before they begin a Long Rest.

Dream Messenger. While in its lair, the dragon can cast *Dream*, requiring no Material components and using Wisdom as the spellcasting ability. When casting the spell this way, the dragon can target any creature within 6 miles.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Mithral Dragon Wyrmling

Medium Dragon (Metallic), Neutral

AC 18 **Initiative** +4 (14)
Hit Points 85 (10d8 + 40)
Speed 40 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 15	+2	+4	**CON** 18	+4	+4
INT 14	+2	+2	**WIS** 12	+1	+3	**CHA** 16	+3	+3

Skills History +4, Insight +5, Perception +5, Stealth +6
Resistances Force
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15

Languages Draconic
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d10 + 5) Slashing damage.

Dimensional Strike (1/Short Rest). The dragon magically teleports up to 15 ft. to a space it can see and makes a Rend attack, then teleports up to 15 ft. to a space it can see and makes another Rend attack.

Radiant Breath (Recharge 5–6). *Dexterity Saving Throw*: DC 14, each creature in a 30-foot Line. *Failure*: 27 (5d10) Radiant damage. *Success*: Half damage. *Failure by 5 or more*: The target is also blinded until the end of its next turn.

Young Mithral Dragon

Large Dragon (Metallic), Neutral

AC 19 **Initiative** +6 (16)
Hit Points 218 (19d10 + 114)
Speed 50 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 24	+7	+7	**DEX** 15	+2	+6	**CON** 22	+6	+6
INT 16	+3	+3	**WIS** 14	+2	+6	**CHA** 20	+5	+5

Skills History +7, Insight +10, Perception +10, Stealth +6
Resistances Force
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 20
Languages Common, Draconic
CR 11 (XP 7,200; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 18 (2d10 + 7) Slashing damage.

Dimensional Strike (Recharge 5-6). The dragon magically teleports up to 25 ft. to a space it can see and makes a Rend attack, then teleports up to 25 ft. to a space it can see and makes another Rend attack.

Radiant Breath (Recharge 5–6). *Dexterity Saving Throw*: DC 18, each creature in a 60-foot Line. *Failure*: 66 (12d10) Radiant damage. *Success*: Half damage. *Failure by 5 or more*: The target is also blinded until the end of its next turn.

Rections

Prophetic Vision. *Trigger*: The dragon is hit by an attack roll. *Response*: The dragon adds +5 to its AC, possibly causing the attack to miss. If the attack misses, the dragon can immediately make a Rend attack.

Adult Mithral Dragon

Huge Dragon (Metallic), Neutral

AC 20 **Initiative** +15 (25)
Hit Points 290 (20d12 + 160)
Speed 50 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 28	+9	+9	**DEX** 16	+3	+9	**CON** 26	+8	+8
INT 17	+3	+3	**WIS** 24	+7	+13	**CHA** 24	+7	+7

Skills History +9, Insight +19, Perception +19, Stealth +13
Resistances Force
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 29
Languages Common, Draconic
CR 17 (XP 20,000, or 22,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Phantasmal Force*.

Rend. *Melee Attack Roll:* +15, reach 10 ft. *Hit:* 18 (2d8 + 9) Slashing damage pulse 7 (2d6) Force damage.

Dimensional Strike (Recharge 5-6). The dragon magically teleports up to 30 ft. to a space it can see and makes a Rend attack, then teleports up to 30 ft. to a space it can see and makes another Rend attack.

Radiant Breath (Recharge 5–6). *Dexterity Saving Throw*: DC 22, each creature in a 120-foot Line. *Failure*: 77 (14d10) Radiant damage. *Success*: Half damage. *Failure by 5 or more*: The target is also blinded for 1 minute.

Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• ***At Will*:** *Detect Magic, Misty Step, Phantasmal Force, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
• **3/Day each:** *Dream*
• **1/Day each**: *Legend Lore* (future events only), *Steel Wind Strike*

Rections

Prophetic Vision. *Trigger*: The dragon is hit by an attack roll. *Response*: The dragon adds +5 to its AC, possibly causing the attack to miss. If the attack misses, the dragon can immediately make a Rend attack.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Dimensional Rend. The dragon teleports up to 30 feet and makes a Rend attack.

Forsee. The dragon imposes Disadvantage on all attack rolls made against it until the start of its turn.

Observe. The dragon takes the Search or Study action.

Ancient Mithral Dragon

Gargantuan Dragon (Metallic), Neutral

AC 23 **Initiative** +17 (27)
Hit Points 615 (30d20 + 300)
Speed 50 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 30	+10	+10	**DEX** 16	+3	+9	**CON** 30	+10	+10
INT 19	+4	+4	**WIS** 28	+9	+16	**CHA** 28	+9	+9

Skills History +11, Insight +23, Perception +23, Stealth +16
Resistances Force
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 29
Languages Common, Draconic
CR 25 (XP 75,000, or 90,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Phantasmal Force (level 4 version)*.

Rend. *Melee Attack Roll:* +17, reach 10 ft. *Hit:* 19 (2d8 + 10) Slashing damage pulse 11 (2d10) Force damage.

Dimensional Strike (Recharge 5-6). The dragon magically teleports up to 30 ft. to a space it can see and makes a Rend attack, then teleports up to 30 ft. to a space it can see and makes another Rend attack.

Radiant Breath (Recharge 5–6). *Dexterity Saving Throw*: DC 22, each creature in a 180-foot Line. *Failure*: 88 (16d10) Radiant damage. *Success*: Half damage. *Failure by 5 or more*: The target is also blinded permanently.

Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• ***At Will*:** *Detect Magic, Dream, Misty Step, Phantasmal Force, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
• **3/Day each**: *Legend Lore* (future events only)
• **1/Day each**: *Foresight, Steel Wind Strike*

Rections

Prophetic Vision. *Trigger*: The dragon is hit by an attack roll. *Response*: The dragon adds +7 to its AC, possibly causing the attack to miss. If the attack misses, the dragon can immediately make a Rend attack.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Dimensional Rend. The dragon teleports up to 30 feet and makes a Rend attack.

Forsee. The dragon imposes Disadvantage on all attack rolls made against it until the start of its turn.

Observe. The dragon takes the Search or Study action.

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